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Resident Evil 2 has been reborn, taking on the name of a classic from 20 years ago but bringing its own twists in 2019 for PS4, Windows PC, and Xbox One. This guide, part of Polygon's Resident Evil 2 walkthroughs, will take you through both Claire and Leon's campaigns, highlighting key differences between them. We'll ensure you don't miss any crucial elements like keys, puzzle solutions, or access to safes, guiding you on where to go next and how to progress. The guide also delves into other aspects of the game, from tips for beginners to figuring out if a zombie is indeed dead. Welcome to our comprehensive walkthrough for the 2019 remake on PS4, Xbox One, and PC. This guide focuses solely on helping you through the story and main objectives, though we encourage using our Resident Evil 2 Collectible Locations Guide alongside it for an even more complete experience. If you need a visual aid, be sure to check out our Speedrun Video Walkthrough, focusing on the main objectives in case of any confusion. Here's how the game starts: - **Gas Station:** At the beginning, you'll enter a gas station, which offers nothing interesting outside but inside, you have to deal with a zombie after a cutscene. Simply kill or stun it and proceed by grabbing a key to open the next door. Follow the path through the shelves for several cutscenes. - **Streets of Raccoon City:** Your goal here is straightforward: reach the police station. Navigate through roadblocks, finding your way to the entrance where another cutscene awaits, marking the start of the real game. - **Police Station:** Inside, you'll find a typewriter for saving and an item box. Go through the entrance and head towards the closed shutter on the eastern side of the first floor, which has a lever next to it. Pulling the lever will guide you through the dark hallway where you'll encounter an obstruction that can be cleared by pushing away a shelf. Keep moving forward until you reach the end of the hallway and hear someone screaming. Behind the shutter lies a notebook containing valuable information. After acquiring this intel, prepare for an unexpected zombie attack in the same room. Defeat it and return to the main hall via the original route, being cautious as there may be additional zombies on your way back. Once you've dealt with them, proceed to Marvin's location where you'll collect a knife that can serve as a defensive tool. However, the primary reason for obtaining this knife is to access a taped box located in the western part of the first floor. Unleash the knife and navigate through the hallway until you reach the Operations Room, from which you can secure a map if desired. Next, climb out through an open window with a crate blocking your path. Once outside, explore the available rooms and focus on ascending to the topmost level via the staircase (3rd Floor). From there, follow the only viable path to claim the Spade Key. This key will unlock crucial elements in your progression, including acquiring three statue medallions necessary for accessing the underground segment of the Police Station. Your journey includes visiting a storage room on the 3rd Floor where you can upgrade your inventory and discover an essential wall that requires C4 for its destruction. Remember this location as it will become pivotal later on. Move through the Spade Key door into the Library, then proceed down the stairs to find one of the medallions by solving a zodiac-based code related to the Unicorn Statue (Fishes, Scorpion, and Jug/Aquarius). Subsequently, head back up via the Spade Key door but this time on the lower level of the Library. You'll find yourself back in the Main Hall on the 2nd Floor. Navigate through this floor and locate the Lion Statue to claim its medallion, solving a zodiac code (Lion, Twig, Bird). Finally, return to Marvin's location where you can dispose of your two medallions at the Goddess Statue nearby, clearing space in your inventory. To progress, head to the East Side of the 2nd Floor and use the Spade Key again. You'll encounter a helicopter crash cutscene, followed by Bolt Cutters on a trash bin. Grab this key item to open nearby doors. In the next room, collect the valve and fuse from specific locations. Use the fuse to remove an obstruction and gain access to the main hall. From here, visit two key areas: the Operations Room and the S.T.A.R.S. Office. In the former, grab an Electronic Gadget and use it with the Valve to open a shortcut door. Then, head to the Shower Room, stopping the steam with the Valve. Follow the corridor to the S.T.A.R.S. Office, where you'll encounter your first Licker. In the S.T.A.R.S. Office, collect a Battery and combine it with the Electronic Gadget to obtain the Detonator. Use this to blow up an Explosive Blockade and grab the 3rd Medallion. With this, head back to 3F Storage Room through the Library, using the Detonator on C4 there. After clearing the area, return to the Main Hall, placing the last Medallion to unlock the underground section. From now on, Leon and Claire will have separate paths, but some areas will remain accessible to both. Reach the Parking Lot, greet Bill, and place all three Medallions in the statue on the 1st Floor. This will open a new path, leading you to an elevator and ultimately, a staircase where you can exit. Make your way up the stairs, avoiding the bottom part where there's nothing much to do. Instead, follow the metallic walkway until you reach a shelf that needs moving - this will trigger a cutscene. Next, you'll face your first boss fight against William "G" Birkin, who we'll refer to as "G" from now on. To take him down effectively, use the arena to your advantage by running in circles and targeting his head. Later, aim for his exposed eye on his shoulder when he shows it. Be cautious not to get cornered with only one exit, and try to avoid getting stuck in corners unless you need to grab ammo or herbs. When fighting G, maintain a mid-range distance since being too close will trigger his melee attack and being too far will make him disappear above the arena, waiting to surprise you from behind. After the battle, head up the ladder and follow the only path available. You'll find an upgrade for your inventory slots in a locker after moving the platform. As you progress, you'll reach the parking lot. For Leon and Claire, this part works differently - as Claire, you'll need to make your way to the morgue to find the Diamond Key, while Leon must use the Crank to access the Generator Room and turn on the power there. Remember this place, as you'll be returning later. Watch out for Lickers (as Claire) or Dogs (as Leon) on your way to the Morgue. Open the second-to-last lid on the wall behind the middle table to find a Key, and beware of two Zombies afterwards. As Claire, follow Chief Irons' path, using your Diamond Key to turn on the power for the private Elevator into his Office. For Leon, use the Crank to reach the Generator Room and turn on the power there - you'll also find one electronic cube in orange boxes that needs examining. This cube will be found by Claire in the East Storage Room on the third floor of the Police Station, while the second cube is shared for both characters and can be found in the Clocktower. Once inside Chief Irons' Office, grab the Heart Key hidden in a picture frame. You'll also find the same puzzle Leon needs to solve in the Prison Area. With the heart key, you can access the staircase that Leon reaches by turning on the power in the Generator Room and using the Crank. The Gear and electronic cubes Once you reach the staircase, head to the third floor and grab the big gear from East Storage Room 3F as... Leon and Claire need to work together to progress in the game. The first step is for both of them to open the Heart Key Door and find the Electronic Cube. Afterward, Leon can use his Gear and Orange Box in the inventory to reach the roof. In this room, he must climb down a ladder (it will break) and search for a valve at the lower level to extinguish a fire blocking their way. On the other hand, Claire needs to enter a small shut room to find the Clubs Key. After the fire is put out, they can walk through the now clear hallway with a friend following them. The Tyrant (Mr. X) will start chasing them and must be stunned or run away from. With their respective keys in hand, they need to visit a specific room on the 1F West Side. There, they find the Handle needed to push shelves in the Library and create a bridge to access the floor above. To reach the Clock Tower, Leon places his Gear but takes it with him after lowering the stairs. He then replaces the Small Gear with Big Gear and moves the gears into place to grant access to another electronic cube. With both cubes in hand, they go back to their respective destinations – Claire's Office or Jail – and solve a puzzle by placing the keycards on an electric panel. This grants them access to the parking lot keycard, which splits their paths. After defeating your boss, you take control of Ada and venture into the sewers. Then, you switch to Claire's perspective at the Orphanage. In this section, you'll find a puzzle stone in Sherry's bedroom, which you can use to unlock the door with scissors. As Chief Irons chases you, hide behind furniture and wait for him to move away before taking the newly opened path. Once he enters the bathroom, grab his key and return to the previous room to escape. You'll then transition back into Claire's perspective at Irons' office, where you'll use the parking lot keycard to open the shutter. Watch out for Mr. X as you exit the parking lot and head through the gate with zombies on the other side. Climb up the iron stairs and follow the path while avoiding dogs and taking a shortcut through a bus. You'll eventually reach the Orphanage, where Sherry's part ended. Take the ladder down to the basement and continue through the sewers until you find yourself in a room with an item box, typewriter, and six boxes on the wall that require chess-figure plugs. As we dive into The Sewers, Leon's and Claire's playthroughs become identical again until almost the very end of the game. To unlock a vault-like door and save Sherry/Ada, you'll need to find three more chess plugs in the wall. Start by heading through the door left of the big window and using the lever to move the bridge. Cross it and proceed left first until you reach a cable car. Grab the T-bar Valve Handle since you'll need it twice. With the t-bar handle, head back and this time go right of the bridge through the door and descend the dark stairs. The road will split once more; you can either go left or right to raise the gate and return to the beginning of the sewers. We'll explore the left path first, but both routes need to be completed. Going left, open the gate with the t-bar handle and follow the path until you reach a table with a key (not crucial for our story walkthrough) and a ladder leading down to the swampy Bottom Waterway area. Enter the lair of G-monsters, cross it, and reach the Storage Room filled with plug sockets. From here, collect the Queen Plug and King Plug, taking them both back to the road split. Optionally, grab the Flamethrower for Leon or Spark Shot for Claire while you're there. Now, head right through the gate to the beginning, where another T-bar handle hole awaits next to a blue herb. Open it and take the workroom lift to the area above. You'll reach the Workroom with an inventory upgrade on a table. Open the door and grab the Rook Plug needed from the socket on your left after exiting the room. With all three plugs, head back to the room where you started searching for chess-figure plug sockets and solve the riddle on the wall. The solution is: Pawn / Queen / King on the right wall and Bishop / Rook / Knight on the left wall. Once done, proceed through the vault door and down the stair to turn on the power. As you try to leave the room, G will attack you again. Find a safe spot next to the "High Voltage Box". When G breaches through the shutter, run past him down to an area with a container in the middle. Behind the container is a control panel; press the red button to send the container away and call it back to knock G off. You'll need to bring G down three times to defeat him, usually with just one call to your container. After that, you can rescue Sherry/Ada and proceed to the NEST laboratory. However, be aware that pulling the cable car lever marks a point of no return, so make sure you've completed everything in the sewers/police station before doing so. Once you arrive at NEST, you'll find your wristband only allows level 1 access. To reach more areas, you'll need to upgrade it. The lab is similar for both Leon and Claire. Start by heading through the Cantine, up the ladder, and into the kitchen. You'll skip a General Staff door in the nap room, where you can find the General Staff Access code. With this code, you can enter the main lab area with three paths: one leading back to the entrance, one westward, and one eastward. Head east to reach the greenhouse. Follow the single path to a room containing a computer that allows you to input blue alien symbols. This will grant access to two codes, which can be found on the ladder itself or a trophy in the lounge. These codes are identical across all difficulties and correspond to number pads (like phone keypads). The correct codes for [insert difficulty] are: 3123 and 2067 ([insert difficulty]: 2048 and 5831). Take the Dispersal Cartridge and head into the Drug Testing Lab with the green syntehsis fluid machine. You'll need to move the fluid between syringes until one matches the red line. The solutions are A: R G B R G B R G, and for [insert difficulty]: B R G R B R B G R G (Green is left, Red is middle, Blue is right). With the solution in your cartridge, proceed to the Lobby, then up the stairs to grab the Signal Modulator from storage. Use it to restore power by interacting with the switch box and placing the modulator on the correct frequency. #### In order to proceed, it's necessary to input a specific frequency into the MURF modulator located near the switch box. Following this, aligning the graphs using the left and right stick will be required. The signal modulator must then be inserted into the switch box to activate the lights, allowing access to the Cold Storage Lab where a frozen Cartridge can be obtained. With the Wristband Access Level 3 acquired, head west in the main room to initiate the endgame sequence. This involves turning the power back on using the Signal Modulator and following the only path available to secure the G-sample. The ensuing fight against G will trigger, requiring repeated targeting of his eyes with shots from your firearm. Once this is completed, both Leon and Claire must navigate an escape sequence through the elevator and follow the designated path. However, their paths diverge slightly due to differing scenarios: Leon faces a Super Tyrant while Claire encounters G in his final form. Both characters will need to employ specific tactics to overcome these challenges. Upon completing the game, players can choose to continue as either character or opt for a second run ("B-Scenario") where puzzle solutions are altered.